EXTREME ENTERTAINMENT GROUP
2755 CAMPUS DRIVE, SUITE 130 • SAN MATEO, CA 94403

Printed in Japan

RIDDICK BOWE BOXING

SNS-RS-USA

INSTRUCTION MANUAL

Extreme

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

LICENSED BY

Nintendo®

Nintendo, Super Nintendo Entertainment System and the Official Nintendo Seal of Quality are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

CONTENTS

Introduction 3

Starting the Game 4

Names of Controller Parts 5

Game Control Summary 6

Main Game Menu 8

Choosing an Opponent 10

Main Game Screen 11

Career Mode 12

Scoring 15

Replenishing Your Energy & Strength 16

Getting Off the Canvas 17

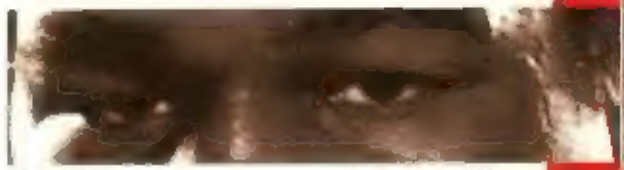
Aging & Retiring 18

The King & His Court 19

ON NOVEMBER 13, 1992, RIDDICK BOWE REALIZED HIS CHILDHOOD DREAM.

In one of the most ferocious title fights in boxing history, ***"Big Daddy"*** pounded ***"The Real Deal"*** raw to become the undisputed WBC Heavyweight Champion of the World.

For ***12 grueling rounds,*** the 6'5," 235-pound Bowe rocked Evander Holyfield with flurries of ripping jabs, thunderous uppercuts, and battering ram hooks. But Holyfield held his ground...until the 11th, when a stunning Bowe triple-shot sent Evander to his knees for the mandatory eight-count. In the final three minutes, a valiant effort by Holyfield to save his fading title failed, and Holyfield was forced to resign his belt to the younger, more deserving Bowe. For the new champ, who longed as a child to become the next Muhammed Ali, victory was a dream come true. And like his boyhood idol, Bowe has a championship demeanor that extends far beyond the confines of the ring. Between training for his fourth title defense, wrestling with his three children, and rattling off impressions of everyone from George Bush to Richard Pryor, the 26 year-old champ uses his own experience overcoming the odds to inspire today's youth.



And now, standing on top of the world with the championship belt and a perfect 34-0 record, Riddick Bowe waits...***for you!!!***

Are you ready for him???

STARTING THE GAME

1

Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a controller into your system.

2

Insert the Riddick Bowe Boxing Game Pak, label facing front, in the system slot.

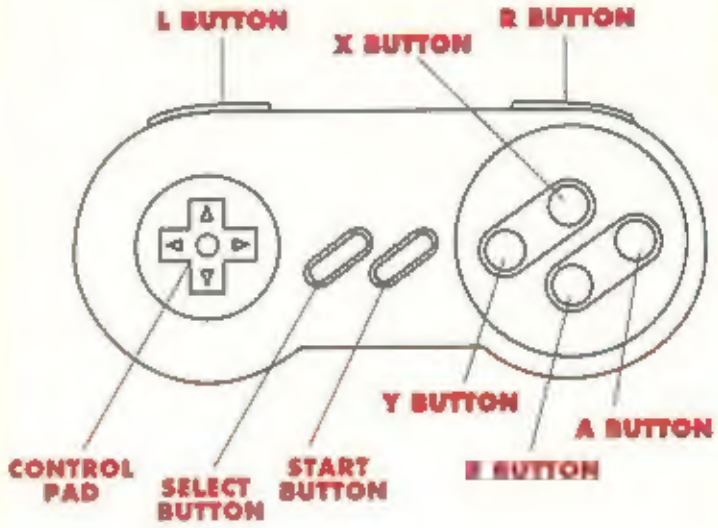
3

Turn on the system by sliding the POWER bar toward the Game Pak slot.

4

When the Title screen appears, press the START Button to begin play.

NAMES OF CONTROLLER PARTS



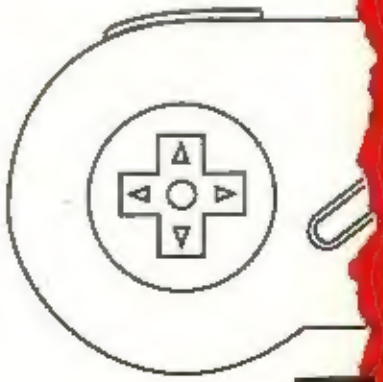
This manual refers to the following directions:

Control Pad UP

Control Pad DOWN

Control Pad RIGHT

Control Pad LEFT.



GAME CONTROL SUMMARY

TO MOVE TOWARDS/AWAY FROM OPPONENT:
Press the Control Pad LEFT or RIGHT.

TO DUCK:
Press the Control Pad DOWN.
(Press the Control Pad UP to return to the upright position.)

TO GET UP:
Rapidly press all the buttons and the directional pad.

TWO ARM BLOCK:
Press the L and R Buttons at the same time. (In 2-player mode, you can control which side the automatic defense (one-arm blocks) occur by pressing either of the Trigger buttons.)

RIGHT JAB TO HEAD:
Press the X Button while standing.

LEFT JAB TO HEAD:
Press the Y Button while standing.

RIGHT HOOK TO HEAD:
Press the A Button while standing.

LEFT HOOK TO HEAD:
Press the B Button while standing.

RIGHT UPPERCUT:
Hold the Control Pad UP and press the A Button.

LEFT UPPERCUT:
Hold the Control Pad UP and press the B Button.

RIGHT JAB TO BODY:
Press the X Button while in a crouch position.

LEFT JAB TO BODY:
Press the Y Button while in a crouch position.

RIGHT HOOK TO BODY:
Press the A Button while in a crouch position.

LEFT HOOK TO BODY:
Press the B Button while in a crouch position.

CIRCLE RIGHT:
Press the RIGHT Button.

CIRCLE LEFT:
Press the LEFT Button.

TAUNTING YOUR OPPONENT:
Press both Hook Buttons simultaneously. (If you reconfigure the control settings, make sure the Hook configurations don't conflict with the pre-set Block configurations, or the Taunt feature will not operate.)

TO PAUSE/QUIT GAME:
Press the START Button to pause action, highlight "quit" to abort game. A YES/NO option will then appear to confirm.

MAIN GAME MENU

From the Title screen, press the START Button to reach the Main Game Menu. To view the Riddick Bowe Hall of Fame, let the demo run. To make a selection in the Main Game Menu, press the Control Pad UP or DOWN to highlight a selection, and press the START Button to enter that selection. The following is a list of available selections under the Main Game Menu:

CAREER MODE

Here you can go after Bowe using a fighter of your own creation, or pursue the career of a fighter previously created. (For more information on Career Mode, see page 12.

1 PLAYER MATCH

Choose your fighter, and your opponent, and then go one-on-one with a computer-controlled opponent in a regulation 12-round bout.

2 PLAYER MATCH

Duke it out with one of your buddies using any of the 25 fighters in the cart or a boxer of your own creation in Career Mode.

OPTION MODE

From here you can adjust the button assignments on your Control Pad and erase all boxer data.

To make an adjustment to a pre-assigned control setting, use the Control Pad to highlight the setting, then press the button on the Control Pad you wish to change it to. (For example, if you wish to change your left jab from an X Button to a Y Button command, highlight the "X" left jab setting and press the Y Button on your Control Pad.) Once you've made all your adjustments, press the START Button to return to the Main Game Menu.

•Restarting the game will return you to the default controls.

Warning: Selecting "Erase all boxer data" will erase all the boxers you have created in Career Mode and all their pertinent data—including any championship stats listed in the Hall of Fame.

CHOOSING AN OPPONENT

To select an opponent, use the Directional Pad to scroll UP or DOWN through the challenger list to highlight a fighter, press the START Button to enter your selection, and begin fighting.

(In a 1-Player game, you can also choose a Career Mode fighter and challenge the computer by pressing the SELECT button and going to the Career screen. In 2-Player Mode, both players can also press SELECT to go into the Career screen.)

MAIN GAME SCREEN

TIME

Displays time remaining in current round.

ROUND

Displays the number of the current round.

ENERGY METER—Player One

Measures how much energy you have remaining. (You will recover energy by standing up—to the maximum level indicated by the grey area.) Each time you take a blow from an opponent or throw a punch and miss, your Energy Meter will drop.

ENERGY METER—Player 2/Computer

DAMAGE WINDOWS

These windows show how much damage you sustain to the head and/or body. (Damage to your body will slow your fighter down. Damage to his head will lessen his ability to recover quickly from heavy blows.) The amount of damage your fighter takes to head or body will be indicated by a gradual shading of the corresponding window. Total damage to fighter will be indicated when either Damage Window is flashing. If you get knocked down while one window is flashing, you will not be able to get up.

CAREER MODE

So. You think you got what it takes to climb up the ranks and step into the ring with "Big Daddy"?

Wake up! Every two-bit bum in every rinky-dink gym in every honky-tonk town wants a shot at the title. Only the very best deserve the chance to get whipped in front of millions of crazy fans.

Hey, pal, it takes more than brawn and burning desire to share the ring with Bowe. You gotta be able to lift men off the floor with rocket-powered uppercuts and lay 'em flat with staccato combinations. And you gotta be able to scoop yourself off the floor when you get force-fed a mouthful of leather or kissed on the chin by a 90 mph uppercut with the power of a Mack Truck.

Come on, kid. ***Go for it!*** Step into the Top 25. Work your way up...or down as the case may be. But remember, there's nothing these guys want more than you...on your back and out cold!

And, if by some twist of fate you sign a contract with the Champ and put him to sleep with a jolting uppercut combination, we won't name the game after you, but we will list all your championship stats on the Hall of Fame Board.

CREATING YOUR OWN BOXER

You have up to seven boxers you can create (four boxers have already been created for you). To begin building your boxer, press the Control Pad LEFT or RIGHT to highlight the desired Question Mark (?), then press the START Button to go to the Create A Boxer Screen.

Now you can begin to build your fighter using the following options:

NAME ENTRY

First you must give your fighter a name. To select a letter, use the Control Pad to highlight any letter and press the X Button to enter your selection. Once you've entered your boxer's name, press the START Button and you can begin programming your fighter's characteristics.

CHARACTERISTICS

Here you can customize your fighter using a variety of head types, hair styles and colors, skin tones, and trunk and glove designs. Press the Control Pad UP or DOWN to highlight a feature (press the START Button after

desired item is highlighted and you will move automatically to the next item) and press the Control Pad LEFT or RIGHT to cycle through the options under that feature. Once you've added that feature to your fighter, move on to the next characteristic. After you have chosen/adjusted all settings on the Skill Meters, press the START Button and your boxer will be added to the Challenger list.

SKILLS LEVEL

Here you can adjust the following skill levels by highlighting the skill type and pressing the Control Pad RIGHT or LEFT to increase or decrease the level setting.

- POWER: This determines the power behind your fighter's punch. (A powerful puncher will score more for each punch if the fight goes the distance.)
- SPEED: This determines your fighter's punch speed and his overall quickness in the ring.
- STAMINA: This determines how fast your fighter can recover from a punch, and his ability to survive a regulation 12-round bout.

SCORING

Scoring is based on the number of punches that connect, with upper cuts counting the most, hooks next and jabs the least. (If you hit the canvas anytime during the round, your score for that round will be automatically lower than your opponent's score. You can also lose points for retreating from your opponent during the round.)

REPLENISHING YOUR ENERGY AND STRENGTH

After each match in Career Mode, you can go to the gym and replenish your skill points with everything from the speed bag to free weights to isotonic energy drinks. Select which item is best for you...some will boost your power level, others will increase your speed and stamina levels. To use one of the available options, press the Directional Pad LEFT or RIGHT to cycle through three choices and press the START Button to enter your selection.

GETTING OFF THE CANVAS

Take too many punches and your fighter will end up on his back. To pick your fighter up off the canvas, rapidly press all the Buttons and the Directional Pad. How fast your fighter recovers depends on the power of the punch that put him down, as well as the number of times he has been knocked down and how much damage he has sustained during the fight.

When your Body Damage Window becomes completely shaded and begins to flash, watch out!!! If you get knocked down, you won't be able to get back up. The more your fighter lands on the canvas, the more difficult it will be to get him back on his feet. Get knocked down more than two times in a round and you will be given a TKO (technical knockout).

AGING AND RETIRING

While you begin your climb through the ranks, so do the other boxers. New contenders will be constantly popping up to chase you in the hunt for Bowe. So watch your back!

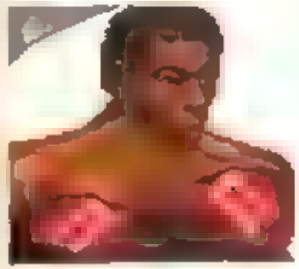
The more fights you have, the more your fighter will age, as do all the other boxers in contention. After about 37 fights your fighter's hair will become completely grey. After your 40th fight the Boxing Commission will forcibly retire you. Sorry, pal.

Your fighter can also be retired if he: a) loses more than two bouts in a row while ranked in the 20's, or b) loses a Challenge Match to someone ranked in the 20's. Challenge Matches are computer-selected bouts that allow you to redeem yourself when you lose a few fights. If you lose your first two fights, your fighter will be automatically retired. If your boxer makes it to the teen rankings, you will get a Challenge Match after you lose two fights in a row and must continue to fight Challenge Matches until you defeat a Challenger.

RETIRING YOUR OWN BOXER

To retire a boxer yourself and make room to begin the career of another, highlight the "Retire a Boxer" oval and press the START Button. Next, rotate to the boxer you wish to retire and press the START Button again. Then highlight "delete boxer" and press the START Button.

THE KING AND HIS COURT



#1. Riddick Bowe. 34-0.
"Big Daddy" is the World Champion. He fought his way out of the ghetto, earned a silver medal in the '88 Olympics, and convincingly stole the championship from Evander Holyfield. Nobody can touch this guy. His uppercuts are thunderous, his jabs are ripping and his hooks are like battering rams. Look for Bowe to dominate the Heavyweights for a long time to come.

#2. Steve Thomson. 25-5.
Steve's boxing career is what you'd call a Cinderella story. Born in Philadelphia some 21 years ago, this southpaw got his big break when, then-Champ, Ice Ian Irwin literally pulled Thomson's name out of a hat. A wicked left hook—developed from pummeling beef in his father's packing house—won Thomson the belt, and put Irwin's jaw in wires for months. Unfortunately, Thomson's disappointing performance in last year's Irwin rematch may have cost him first crack at Bowe.

#3. Ice Ian Irwin. 16-5.
"The Golden Fox" got his shot back in 1974, when he lost a controversial split decision to ex-Champ Pito Benedito. To this day, sports historians around the country still believe Irwin should have been awarded the belt. (Some say

Benedito's crooked uncles posed as judges for the fight.) Following the famous bout, Irwin retired and became a Baptist Minister, only to return to the ring in 1989 and claim the title he should have won 15 years before. Ranked third, Irwin is rumored to be Bowe's first title defense

#4. Dwaine Edwards. 18-10.

This guy has granite fists. The youngest of 15 children, Edwards is a graduate of Hank's Gym, the notorious spawning ground for such boxing greats as Fuzzy Thurman, Arturo Sanguila, and Lou Jordanou ovan. Edwards' claim to fame is his amazing 18 straight knockouts, all in the third round. Some believe it's his right uppercut and brutal body blows that have carried him this far. Others swear it's his ability to taunt his opponents and reduce them to pounding putty

#5. Ivan Horn. 21-5.

Horn is Dwaine Edwards' long lost twin brother. Most critics believe Horn is the better fighter, and his impressive record warrants this. But Horn is deep in a five string losing streak—believed by many to be a cowardice plot to avoid a long awaited confrontation with his brother. All rumors aside, this kid still hits like a Mack truck and has the fury of the Tasmanian Devil

#6. Chris MacGee. 23-9.

MacGee is an amazing story. A grandfather of six, and a renowned saxophone player, "The Grey Bomber" stepped into the ring for the first time back in April of '87, after his doctor ordered him to "get some exercise." His climb through the ranks has been nothing short of remarkable. A recent first round knockout of Peter Parks propelled this 46 year-old to number six. Watch out for MacGee, he may be grey but he's a master at rocking worlds.

#7. Jose Lopez. 17-7.

Lopez is South America's gift to heavyweight boxing. His claim to fame is his craving for street fighting. Lopez's ability to take a punch is second only to his ability to deliver one. Although considered the slowest fighter in top contention, this Latin southpaw has a hook that can put anyone to sleep. Stay clear of clinches with this kid

#8. E. Suzuki. 16-6.

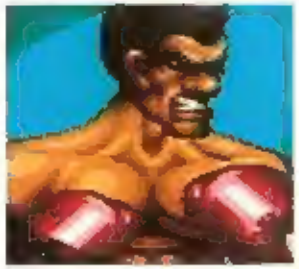
He may make a living with his fists, but this guy was once all feet. In 1990, Suzuki was the number one ranked kick boxer in Japan. His recent decision to put his pedals in laces came following a brutal fishing accident that claimed all of his toes. After training his fists to do what his feet once did, this rising star has broken his share of jaws. Watch out for E. they say he draws kinetic powers from his headband

#9. Loco Lopez. 12-1.

His name says it all. According to his mother, as a child, Lopez was so concerned with his hairstyle that whenever one of his classmates would mess it up, he would go berserk. Today his dreadlocks are both a trademark and a deep source of inspiration. Although he is considered a "rookie" in the ranks, this Peruvian import hasn't lost in 9 fights. His only loss came in January of last year, at the fists of his cousin, Jose Lopez.

#10. Jon Coale. 18-5.

Jon is the only real "bruiser" in contention. He may be the oldest fighter around, but this 49 year-old grandfather of 16 has the stamina of a Redwood tree and the power of a Clydesdale. Jon's pre-fight regimen of olive juice and carrot cake flavored ice cream keeps him fit as an Olympian. His love for knocking kids out keeps "Daddy Goodnight" in his prime.



#11. Alan Smithee. 19-12.

Smithee is what those in the fight game call a "bum". A much-heralded rise to the top in the mid 1980's earned Smithee a shot at the title. But long nights of wine, women, and more wine, finally took their toll. Smithee lasted only 34 seconds before ex-Champ Billy-Bob Preston fed him a 12-ounce leather sandwich, sending Smithee down to kiss the canvas "hello"...and his fortune "goodbye".

#12. Lee Kwan Lee. 25-10.

Lee is the only Chinese boxer in the Top 25. He became a contender back in 1988 when he defeated a string of teen-ranked hopefuls, all within seconds of the opening bell. Once deemed "The Great Wall of Hope," Lee's recent embarrassments to such top ranked fighters as Smithee and Lopez have positioned the Taiwan native as a "flash-in-the pan". No matter what, Lee still possesses the quickness of a cat and is quite capable of cleaning the clocks of most up-and-comers.

#13. John Kramer. 24-11.

This guy's on his way out. Once the top-rated contender and class act of the Heavyweight division, Kramer has been slipping out of the ranks at a rapid pace. A current string of losses to a bunch of no-names placed Kramer on the endangered list. In his last 10 bouts, Kramer lasted beyond the sixth round only twice and hasn't recorded a knockout since May of 1990.

#14. David Lamb. 18-11.

Make no mistake, Lamb deserves a teen ranking. Last year he came close—so close in fact he was slated to be Steve Thompson's first title defense. But Thompson signed a rematch with Irwin, and Lamb has been grazing ever since. An impressive victory against Lee Kwan Lee last summer was

followed only by a three-bout losing streak. But don't count this Lamb out. And watch for the current Golden Gloves champ, David's brother "Mean Mike", to climb into contention real soon.

#15. John Macmeegan. 16-5.

Mr. Macmeegan is perhaps the most durable boxer in the teen rankings. To put it simply, Macmeegan can take a punch. In fact, Macmeegan is the boxer top contenders fear most. Steve Thompson, Ice Irwin, and Dwaine Edwards all expressed a distaste for Macmeegan's southpaw fighting style, and all successfully avoided a confrontation with the big Irishman. The amount of punishment Macmeegan endures during a typical bout would send most anyone down for the count. And in the end, that's just where his opponents end up.

#16. Patrick Murphy. 19-14.

Patrick Murphy is a 27 year-old on the road to nowhere. Murphy is what guys like Bowe, Irwin, Suzuki, and Lopez eat for lunch in preparation for a big fight. Against a contender, Murphy rarely lasts past the second round. With an up-and-comer, Murphy usually drops in the ninth. And every now and then, the "Green Giant" surprises everyone by ringing some new kid's clock.

#17. Damon Thorley. 11-0.

Damon is the middle brother in the famous Thorley clan. He's also the prettiest fighter in contention. This 19 year-old rising star from Hollywood, CA may not have the power of a Bowe, or the speed of a Lopez, but he's definitely got finesse and an incredible ability to take a punch...although taking punches has been a rarity for Thorley. In each of his 11 bouts, Damon has managed to come through without as much as a scratch. Thorley Number One is definitely one to watch.

#18. Robin Coltrain. 20-5.

Coltrain is England's first major contribution to the heavyweight boxing scene. Born in Lancaster, the 23 year-old Coltrain began developing his whopping left uppercut by milking cows on his grandfather's farm. Raised by his grandparents from the age of two, Coltrain comes from fine English stock and has been known to hand-deliver care packages filled with English teas to all his knockout victims.

#19. Cort Thorley. 9-23.

Cort is the youngest Thorley in the ranks. He's got the power...but has been cursed with a big glass jaw. All it takes to floor this kid is a flurry of heavy combinations just below the lower lip. In 20 of his 23 losses, Cort has ended up...face down.

#20. Mick Corleone. 10-0.

Mick is the only Italian in contention...the only one with blue hair that is. As the story goes, before his first heavyweight bout, "Blue Boy" took a page out of "Gorgeous George's Guide To Good Fight Hair (coffee table edition)" and attempted to dye his hair platinum blonde. Unfortunately, Mick fell asleep with the chemicals in his hair while watching "The Godfather Part 3". Nonetheless, Corleone went on to win the bout, and blue is now Mick's trademark and good luck charm.

#21. Peter Parks. 23-15.

What can we say about Parks? The last victory he recorded was back in 1990. The highest this guy climbed was to number 12. Parks almost had a shot at the title with Ice Ian Irwin in 1988, but the ex-Champ backed out, citing Parks' bald head as the reason. (Irwin suffered a freak knockout early on in his career when he was blinded by the glare of stadium lamps reflecting off his opponent's shiny cranium.)

#22. M. Fitzwilliam. 13-21.

His real name is Marlonogilvytulipy. But don't tell anyone. Wait! Go ahead and tell everyone...what is this guy going to do—whip you with his handlebar mustache? Fitzwilliam is a punching bag and should take up video games.

#23. Ralph Mahler. 22-22.

Mahler is a litmus test for up-and-coming fighters. If a young kid can put Mahler away before the fourth round, chances are he will break into the teen ranks. If the kid loses to Mahler, he should consider a career in real estate.

#24. Jamie Thorley. 9-1.

Jamie is the new kid on the block, and he's waking up the neighbors. The oldest of the Thorley clan, his stinging jabs and rocket-fueled hooks have been turning—and busting—heads since his introduction to the ranks in June of 1992. Last month's tremendous pummeling of Robin Coltrain (Thorley cleaned Coltrain's clock within :56 of the opening bell) has experts putting "The Scottish Right" on the top of their contender lists for 1994.

#25. John Bennet. 15-15.

John Bennet is going nowhere fast. His squalid record has him popping in and out of contention every time he steps into the ring. The 32 year-old Bennet is already turning grey and as rumored, he may finally announce his retirement sometime this month.

90-DAY LIMITED WARRANTY

Extreme Entertainment Group, Inc. warrants to the original consumer purchaser that the Game Pak (PAK) provided with this manual will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Extreme Entertainment Group, Inc. will repair or replace the defective Game Pak at its option, free of charge.

This Warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service:

1. Notify Extreme Entertainment Group, Inc. Consumer Service Department at (415) 296-3883.
2. Our Consumer Service Department is in operation from 9:00 a.m. until 5:00 p.m. (pacific time), Monday through Friday.
3. If Extreme Entertainment Group, Inc. is unable to solve the problem by phone, we will provide you with instructions on returning your defective Game Pak to us.
4. The cost of returning the Game Pak to our Service Department shall be paid by the purchaser.

WARRANTY LIMITATIONS

The provisions of this warranty are valid in the United States only. Any applicable implied warranties, including the warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. Extreme Entertainment Group, Inc. shall not be liable for incidental and/or consequential damages resulting from the breach of any express or implied warranties. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-empted. This warranty provides you with specific legal rights and you may also have other legal rights which vary from state to state.